Project #1 - Blackjack Game

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Agenda

Game Description (Demo)

Challenges

Lessons learned

Features to add

Classic Casino Game

Challenges
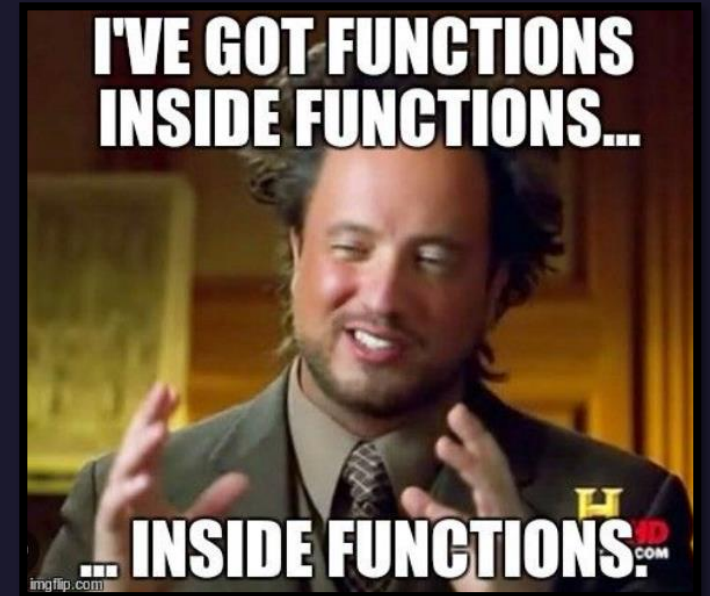
1

PLANNING AND NEW FEATURES

2

FIXING BUGS – PROBLEM?!
Testing was inefficient

3

EXPLAINING CODE/PLAN TO TEAM MEMBER

Lessons Learned

1 Plan Major Features in Advance

- When adding split function, it changed almost all other functions

- Repeating same code in game logic (not optimal)

2 Use more functions inside game logic, to make code more readable (use Trello board more)

- Game Logic is way too long and not readable

3 Understand the bug when you fix it

- Sometimes easy to fix but hard to find why it was an issue

- clear_output + time_sleep(0.5)

Features to add

1 Starting Stack and Betting

- Gambling!

2 Splits on splits

- Repeating code again!

3 Better Visuals

- Blackjack table and actual playing cards

Thank You